TOP GUN™

COMBAT ZONES

EVERYONE

CONTENT RATED BY ESRB

INSTRUCTION BOOKLET

MASTiFF

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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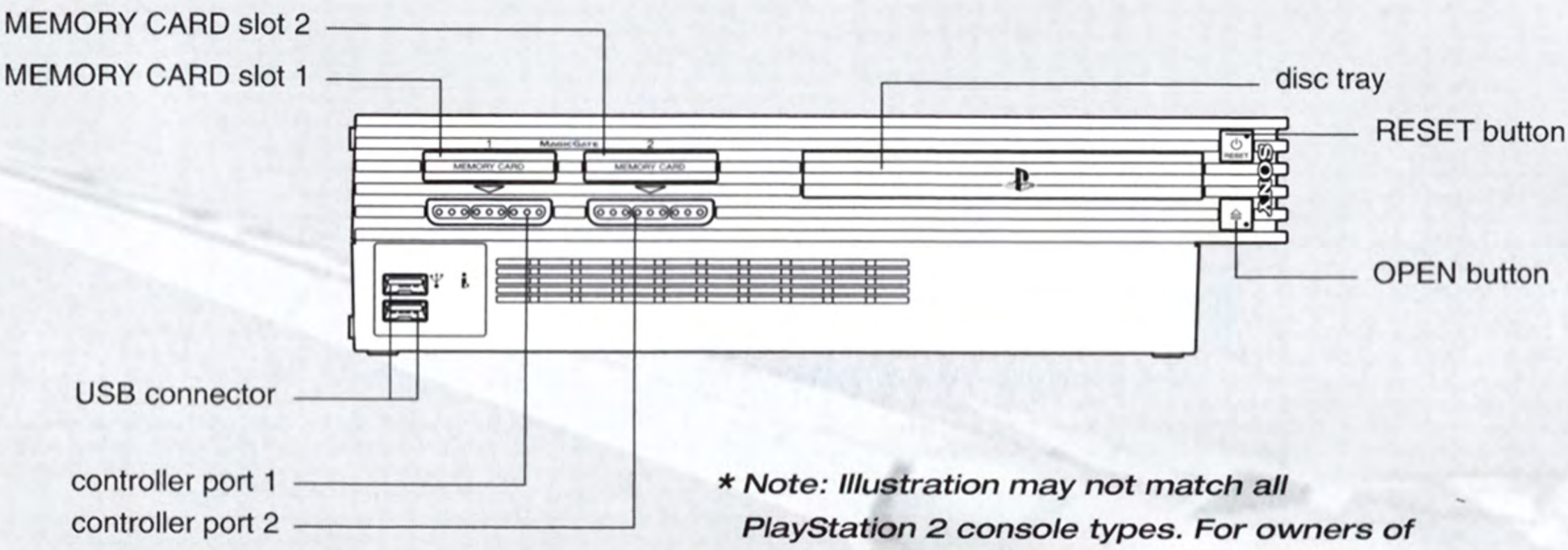
GETTING STARTED*

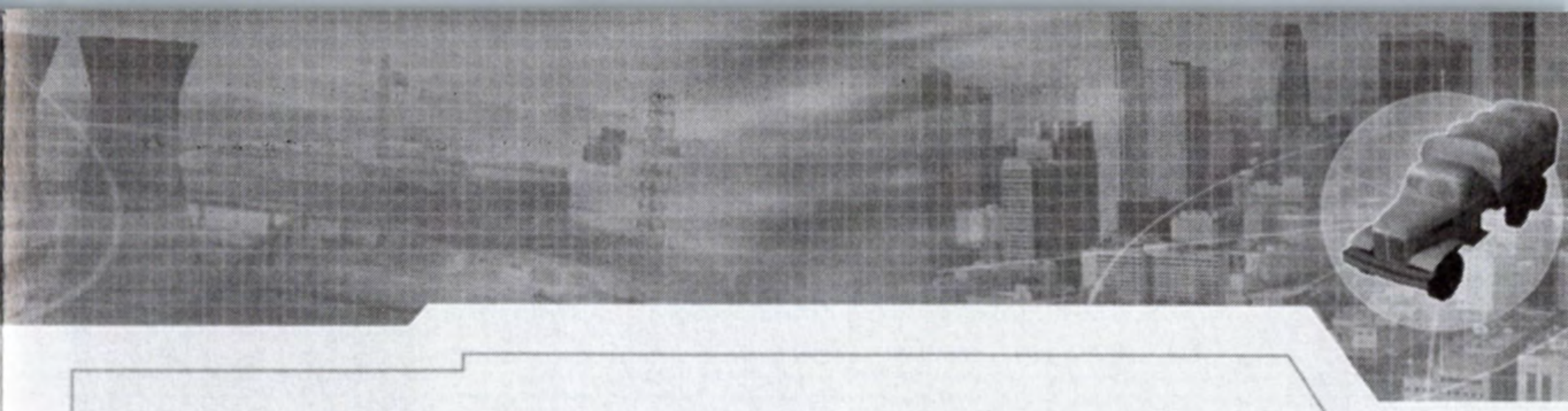


** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the TOP GUN - Combat Zone disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
directional buttons
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

INTRODUCTION...

During the Korean War, the US Navy kill ratio was twelve to one. They shot down twelve enemies for every one US jet. During Vietnam that ratio fell to three to one; their pilots had become dependent upon missiles... they had lost some of their dog -fighting skills. **TOP GUN** was created to teach ACM, Air Combat Manoeuvring... dog-fighting...
...By the end of Vietnam that ratio was back up to twelve to one...
This is the story of the Top Gun Academy...
This is Top Gun - Combat Zones.

You have the chance to take part in the history and potential future of TOP GUN... from reliving past battles from the tail end of the Vietnam conflict and the desert battles of the Gulf War, to a future conflict set within the Arctic Circle. This is your opportunity to prove that you too, are worthy of the title... TOP GUN.

OVERVIEW...

Over its 30-year history the TOP GUN academy has trained and supplied pilots for conflicts all over the world. In TOP GUN - Combat Zones you will begin your own chapter in this illustrious history. TOP GUN - Combat Zones is composed of 36 academy and war-zones missions set over three period in history or in the near future.

Upon starting the game, you will be located at Miramar, home of the Naval Fighter Weapons School. Your first five missions will be based at this location, though the combat will be as live as anything you will face in the rest of the game.

Upon completing five Academy Missions, you will be eligible for live combat, which, in the first Era of the game will take you to South East Asia, and the end of the Vietnam War. Upon completion of this conflict, we will move forward through the history of Top Gun to our second Era.

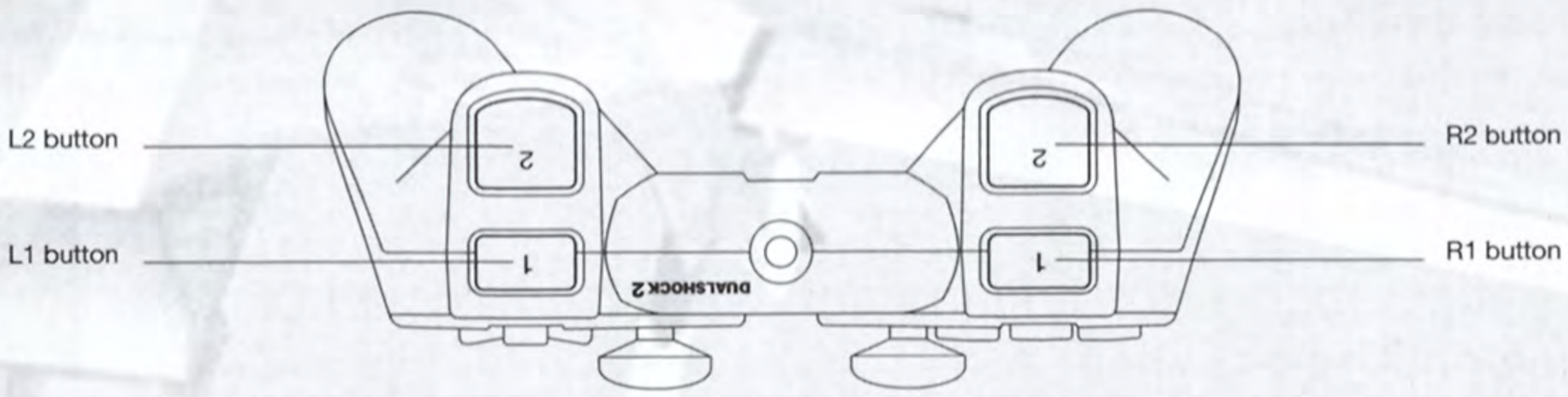
As each new Era begins, a new plane is received, and a new set of Academy and live combat missions will be presented to you. During the second Era, your live War-zone will be the Gulf States, taking place in the late 80's and early 90's. With the Arctic Circle, your third and final destination, we have conceptualised a future conflict based around disputed borders and a global fuel crisis.

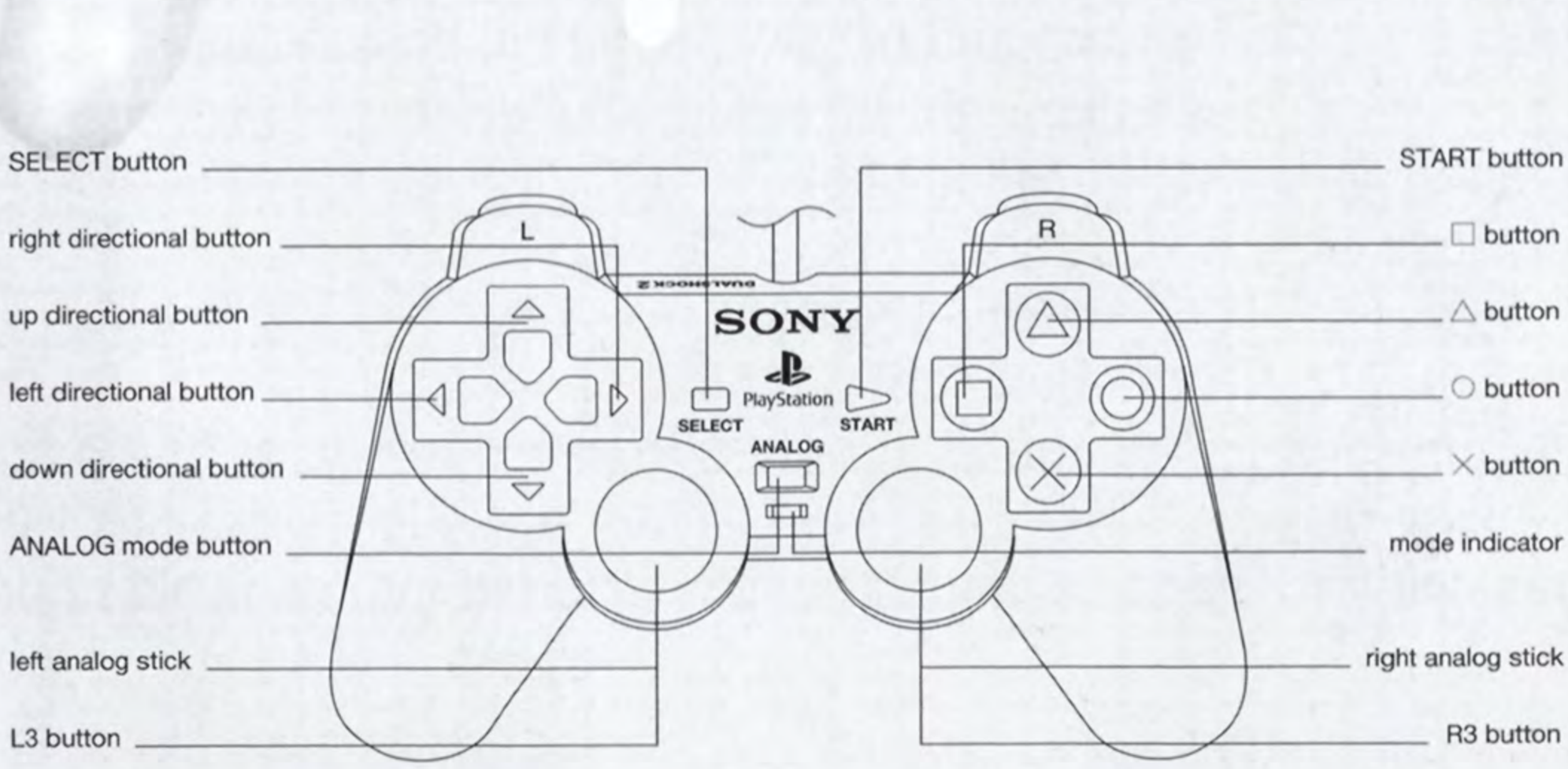
IN-GAME CONTROLS

In The standard configuration

On the analog controller (DUALSHOCK®2), the left analog stick is used in Top Gun - Combat Zones to direct the plane, forwards and backwards for pitch and left to right for roll. The L1 and R1 buttons are used to control the rudders.
To accelerate, use the afterburners on the R2 button.
The brake is on the L2 button.
⊗ button is used for firing the primary weapon, the cannons.
□ button is used for launching the secondary weapon.
○ button is for cycling through the available secondary weapons.
△ button is for cycling through the targets.
Use the left directional button to change from cockpit to external view.
The right directional button changes the scale of the world map (see Game Screen)

The right analog stick allows the player to change his view.
The player can look left, right and back just by pressing in that direction.
Pressing the R3 button on the right analog stick without a target and then moving up or down, enables the player to look in those directions. Pressing the R3 button, with a target locked, will cauase the camera to track the locked target.
Press the R3 button again to cancel this camera mode.
In order to use the left and right analog sticks, the analog controller (DUALSHOCK®2) should be in analog mode (mode indicator : Red).





In the options menu, you may select one of the following analog controller (DUALSHOCK®2) configurations.

Configuration 1 (default)

Rudder - left	L1 button
Rudder - right	R1 button
Brake	L2 button
Throttle	R2 button
Primary weapon	⊗ button
Cycle weapon	○ button
Secondary weapon	□ button
Cycle target	△ button

Configuration 2

Rudder - left	L2 button
Rudder - right	R2 button
Brake	L1 button
Throttle	R1 button
Primary weapon	⊗ button
Cycle weapon	○ button
Secondary weapon	□ button
Cycle target	△ button

Configuration 3

Rudder - left	L1 button
Rudder - right	R1 button
Brake	L2 button
Throttle	R2 button
Primary weapon	○ button
Cycle weapon	△ button
Secondary weapon	⊗ button
Cycle target	□ button

Configuration 4

Rudder - left	L2 button
Rudder - right	R2 button
Brake	L1 button
Throttle	R1 button
Primary weapon	○ button
Cycle weapon	△ button
Secondary weapon	⊗ button
Cycle target	□ button

The configuration of the left and right analog sticks and the directional buttons does not change:

Pitch	Forward and backwards on left analog stick
Roll	Left and right on left analog stick
Camera move	Right analog stick
Camera lock	R3 button
Cycle view	Left direction button
Zoom map	Right direction button

During a mission, press the Start button to pause the game and bring up the in-game menu options. Only the Analog Controller (DUALSHOCK®2) can be used for this game and should be inserted into controller port 1.

GETTING STARTED

■ Language Select Screen

Use the directional buttons to highlight your chosen language and press the ⊗ button to confirm.

■ Menu Screen Operation

Press the directional buttons to highlight an option, then press the ⊗ button to confirm. To return to the previous screen, press the △ button. From the Top Gun-Combat Zones title screen, press START.

The Main Menu

Choose to create a new game, continue a game or view the credits from this menu. You can choose from New, Load or Credits.

■ Saving and Loading Games

Create New Pilot

In order to save your progress through Top Gun: Combat Zones, you'll need to create a Pilot file on your Memory Card.

At the Title Screen press the START or ⊗ Button to access the Main Menu. Then select NEW. The Difficulty screen lets you decide on the difficulty level of this game. Use the up and down directional buttons and then press the ⊗ Button to confirm the selection. The Create New Pilot Screen will now be displayed.

Enter your Pilots callsign by pressing the directional buttons and then press the ⊗ Button to confirm the selection. You must now select YES to confirm that you wish to create the new pilot file on your Memory card. The file will now be saved.

NB: You can select No, but if you do, you will need to use the SAVE option in the Game Mode Select menu, to save your current game and mission scores.

Load Pilot from memory card. To load a game that you've previously saved to Memory Card, press the START or ⊗ Button to access the Main Menu from the Title Screen, select LOAD. Choose the saved game you want to load by using the left and right directional buttons and press ⊗ to select and then choose YES to confirm.

■ Game Mode Select Menu

Choose the type of game you want to play from this menu. You can choose from SAVE, GAME, QUICKSTART, Options or Quit. To return to the Title Screen, choose the Quit option.

Options

Audio	You may adjust the MUSIC VOLUME
	You may adjust the EFFECTS VOLUME
	You may adjust the VOICE VOLUME
Controller	You may select one of the four possible controller configurations
	You may turn the vibration function of the analog controller (DUALSHOCK®2) Off or On

Save

This save option can be used to save the current game status to the memory card.
NB: This save option only needs to be used to save a previously unsaved game, or when you have been playing a previously saved game without the memory card present.

GAME

To start the game you will have to select the Era, the Mission and the plane that you want to fly. The further you get into the game the more options will be open to you. You can always return to missions that you have already flown to improve your score. Certain bonus planes will only be unlocked, if you have high scores in all missions.

The Era Selection Menu

Use the up and down directional buttons to highlight your chosen Era and the ⊗ button to confirm, and then choose either to fly ACADEMY or WARZONE missions, by pressing the left and right directional buttons. Press the ⊗ button to confirm your selection.

The Mission Selection Menu

Use the directional buttons to select your mission. Press the ⊗ button to confirm your selection.

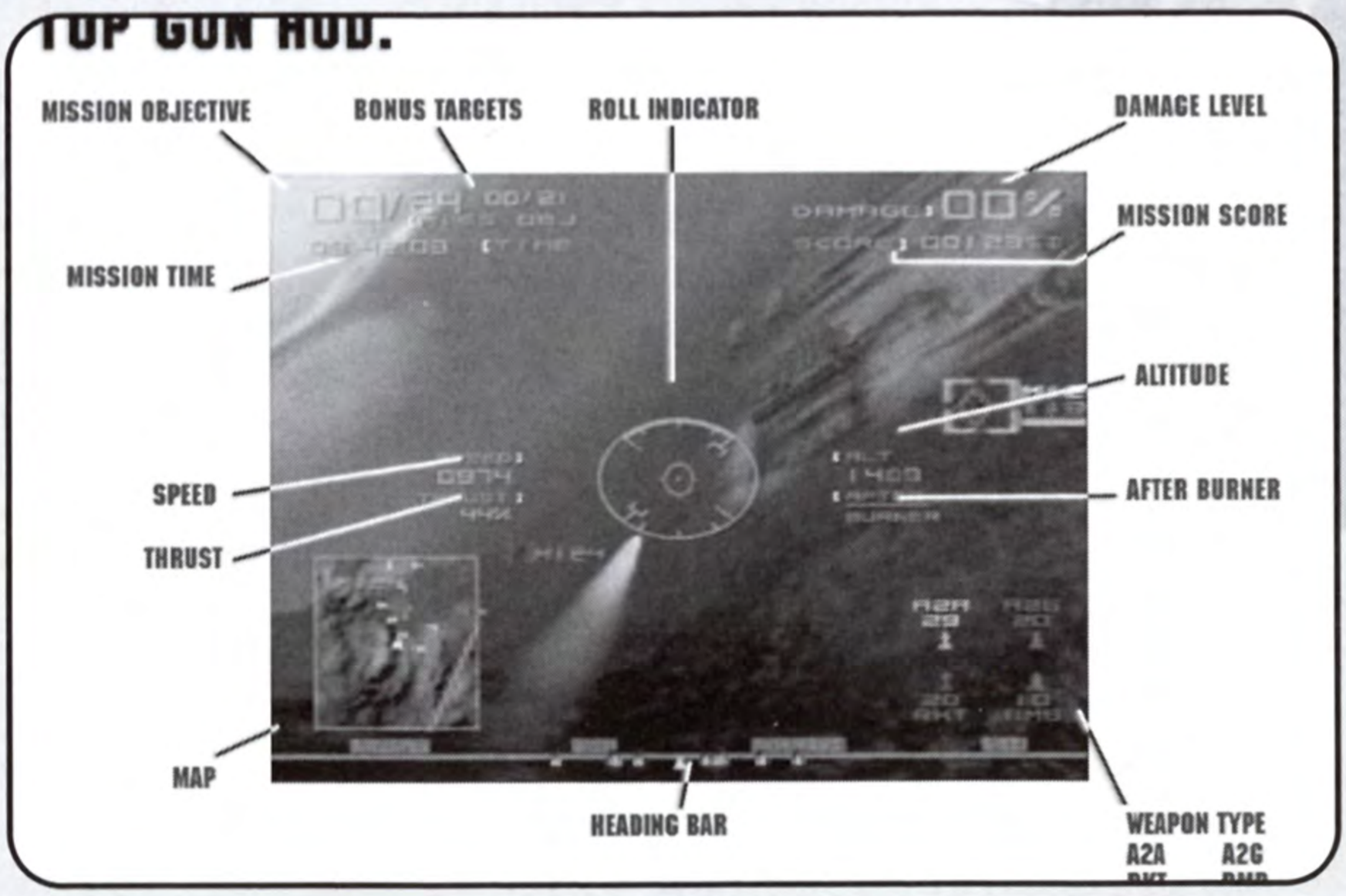
The Plane Selection Menu

Use the left and right directional buttons to select your plane. Press the ⊗ button to confirm your selection. You will notice that the bonus planes are still in their crates. The only way to open them is to be Top Gun

Briefing Screen

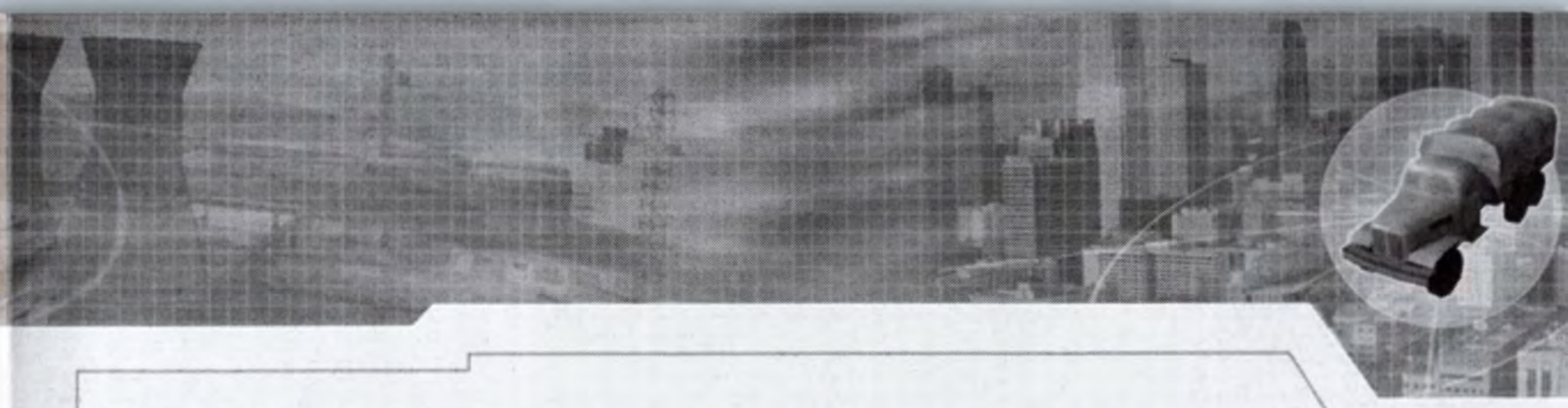
The Briefing screen describes the type of terrain and the type of encounters you are likely to experience during your mission. Your mission orders are revealed here, highlighting the key objectives and rules that must be achieved/followed for successful mission completion. You can move back from this menu if you wish to choose another of the missions that are available to you at that time. Press the △ button to go back.. Once your happy you know what's required of you press the ⊗ button to go flying.

GAME SCREEN



■ **Damage Level**

Percentage indicator revealing plane damage after cannon or missile hits, or object collisions



■ **Mission Score**
Scores are not just attained by enemy kills in Top Gun - Combat Zones.
The main score is constantly ticking up the whole time you are active in a mission. The rate at which this score increases is affected by your speed and altitude. The faster you fly, and the lower you are prepared to go, the greater your score at the end of a mission. The numbers that appear beneath the main score is for bonuses. Adding up skilful or risky flying scores, sequential cannon hits or accurate rocket fire. This will keep ticking up independently of the main score, but will be added to it when that particular sequence of moves or hits by the player comes to an end..

■ **Weapon Type**
A2A *Air to Air fire and forget missiles*
A2G *Air to Ground fire and forget missiles*
RKT *Unguided rapid-fire rockets*
BMB *High damage bomb*
Use the cycle weapon button to change current secondary weapon. Air to Air missiles will lock Helicopters and Planes. Air to Ground will lock all ground-based enemies, whether stationary or moving. Rockets fly in a straight line, and as they do not lock, are best used against static targets, but with skill the can be used against any type of enemy. Bombs are used for heavily armoured buildings or tightly grouped ground targets.

■ **Heading Bar**
Enemy and allied units/targets are visible on this bar before they are on the map or onscreen. Use this to choose the direction you wish to fly in. Any indicators that are bright red are mission objectives. Dull red indicators are there to mark threats to the player that are non-mission specific targets. These may become mission objectives as new mission orders come in to the player. Make bright red targets your priority! To aid tracking enemy targets, the icons that appear on the heading can appear below, above or on the heading bar line. This indicates their vertical position relative to the player. Occasionally blue icons will appear to designate the locations of allied units or building that may need to be protected.

■ **Map**
Can be zoomed in or out. Enemies appear red, allies blue and neutrals yellow.
- Airborne targets are indicated by arrowheads.
- Ground enemies by circles.
- Static objects by squares.

■ **Mission Objective**
Primary objectives for mission completion.

■ **Bonus Targets**
Bonus targets for extra score.

■ **Mission Time**
Mission failure if this reaches 00:00. Different time limits for different missions.

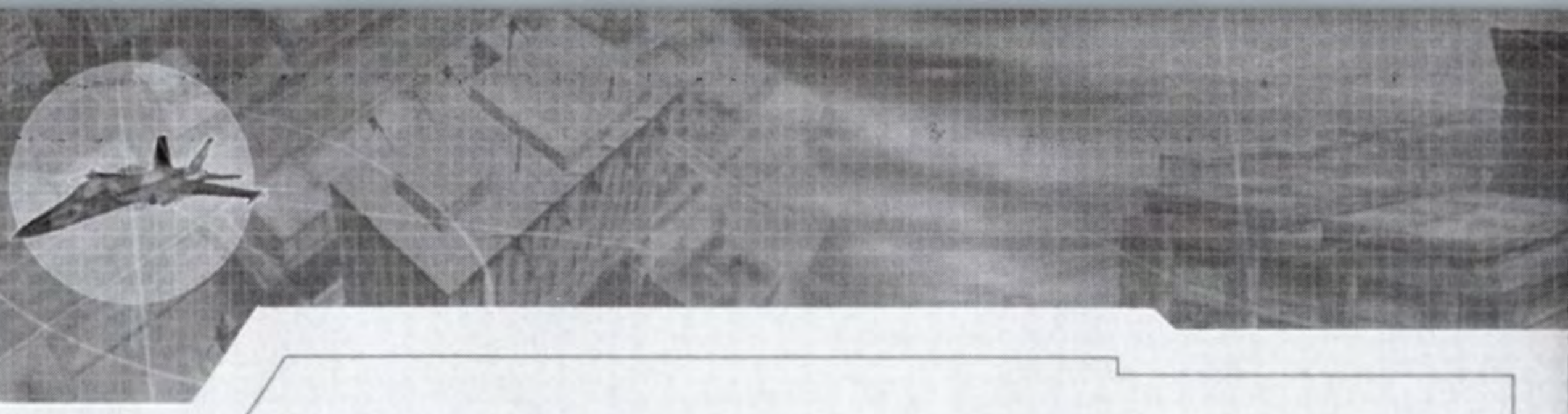
■ **Altitude**
Height above sea level. Some missions have limits on maximum or minimum height. Warnings will be given when these limits are approached, with mission failure resulting when these limits are ignored.

■ **After Burner**
After burner can only be used for a set period of time. This gauge shows how much time is left for full after burner usage. The gauge will tick back to its maximum when the afterburner is not in use.

■ **Speed**
Indicates Jet speed in km/h.

■ **Thrust**
Percentage indicator showing engine use.

■ **Roll Indicator**
Gives the planes orientation when in first person view mode.



PAUSE

During a mission, you can put the game on hold at any time by pressing the START button. The Pause menu, allows you to Resume, to Restart the current mission, to modify the mission options or to Quit the mission. If you quit, you will return to the Mission Selection Menu.

QUICKSTART

Quickstart missions are a way for the player to get flying with the minimum of fuss. Default settings allow the player to immediately go to the first ACADEMY terrain. Quickstart options are progressively unlocked as the player moves through the main game. The following options are available:

- **Plane:** As soon as standard or bonus planes are unlocked, they will become available for selection.
- **Map:** As you succeed in a particular mission, the terrain and its lighting condition will become available in the Map option.
- **Threat:** Combat game modes can be made easier or harder by adjusting the threat setting. There are five settings to choose from, very low, low, medium, hard and very hard.
- **Game mode:** Initially, only AIR TO AIR will be available, but this will be followed by AIR TO GROUND upon completion of the first set of Academy Missions. Upon completion of the subsequent Academy Missions for Eras 2 and 3, the player will gain, AIR TO AIR and AIR TO GROUND and FREE FLIGHT modes for use in Quickstart missions.

NB: On entering the Quickstart Set-up Screen, START is highlighted ready for selection. This enables quick and easy access to the Quickstart Game using the default Quickstart set-up.

■ Quickstart Plane Select

Press the left and right directional buttons to cycle available aircraft. Only aircraft unlocked in the Main Game are available for selection in Quickstart.

■ Quickstart Map Select

Press the left and right directional buttons to cycle available Landscapes. As landscapes are flown in the Main Game, they become available for selection in Quickstart.

■ Quickstart Threat Select

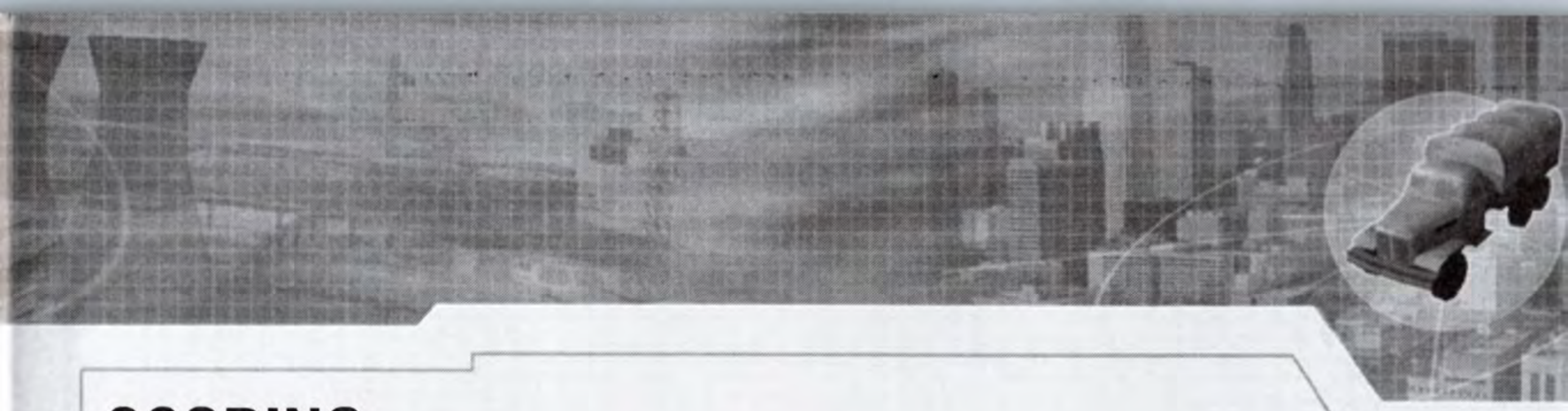
Press the left and right directional buttons to adjust mission difficulty. The higher the difficulty is set the more enemies in the mission.

■ Quickstart Game-Mode Select

Press the left and right directional buttons to cycle available Quickstart Game-Modes. New Quickstart Game-Modes become available when the Academy section of each ERA is successfully completed in the Main Game. The different Quickstart Game-Modes are described above.

■ Start

Once you've finished configuring Quickstart, use the up and down directional buttons to highlight the START option. Press the ¸ button to launch your Quickstart mission.



SCORING

Scoring plays a major part in Top Gun - Combat Zones. Of the five bonus planes available, four can only be unlocked through achieving a certain level of ability in all missions. Each mission has three scoring levels, with the player being able to complete a mission without necessarily reaching even the lowest of the scoring targets. These targets are rewarded with BRONZE, SILVER or GOLD STARS. For a player to unlock one of the secret planes, all missions must be completed to at least BRONZE STAR status. A RED STAR indicates that the player has completed the mission successfully without doing well enough to be awarded a BRONZE. Completion at SILVER or GOLD STAR level will unlock the other planes. The final bonus plane requires a little more effort…

Hints: **COMPLETING A MISSION**

Pay attention during the briefing. This will tell you what to expect & what you need to do.

Hints: **INCREASING YOUR SCORE**

Beyond the confines of your mission targets and objectives, there are numerous ways to multiply your score. Skillful flying can increase the rate that your basic score ticks up, such as accurate cannon fire, fast mission times, hits with an unguided weapon, multiple hits within a single burst of fire… More specifically, the player can fly around and through some tight gaps around the terrain… this kind of flying, although not approved by TOP GUN instructors, does give you chance to earn big scores. You also have access to some special moves that can be used to get away from enemies in pursuit, or to evade enemy heat seeking missiles that are closing in. (See SPECIAL MOVES section). Performing some of these moves whilst skirting the terrain or flying between the legs of an oilrig, can multiply your score even further.

SPECIAL MOVES

The player can activate special moves to avoid missile locks or score bonus points.
To activate these moves the player must press the L3 button then move the left analog stick in the directions shown below. The moves will not be activated unless the L3 button is pressed in correctly.

- **Jink**
  Double press the L3 button.
- **Barrel Roll**
  Hold the L3 button and then tap left and then hold right, or tap right and then hold left.
- **Half Roll**
  Hold the L3 button and tap or hold left with the RIGHT RUDDER button pressed, or tap or hold right with the LEFT RUDDER button pressed.
- **Airbrake Manœuvre**
  Hold the L3 button and tap up and then hold down with the AIRBRAKE button pressed.

FLYING TIPS

This game uses the analog controller (DUALSHOCK®2)'s analog buttons feature. Use this ability to your advantage when piloting your jet. A gentle pressure on throttles and or rudders can be used for very fine manoeuvring, whilst full pressure has a much more dramatic impact. An immediate full press of the throttle button will result in full Afterburner, giving the player a chance to catch up with or get away from the enemy easily. Using this feature at low altitude or in tight spaces is at the pilots' own risk. Use the right analog stick to look around you to help identify targets. Holding the R3 button,, and moving it up and down will allow you to look directly above and beneath you. Holding it in when locked on an enemy or having just dropped a bomb, will cause the camera to remain pointing at that object or location. If you want to get used to handling the plane without being shot at, try an early Quickstart mission and spend some time flying as fast as you can around the canyons. Learn to use the roll and rudders at the same time. Isolate features in the terrain and try to target then.

CREDITS

■ Digital Integration

Anthony Redfern	Producer
Graham Rudd	Technical Director
Paul Martin	Art Director
Patrick Toner	Game Design
Martin Green	Artist
Andy Newman	Artist
Nick Mc Mahon	Artist
Alan Massey	Artist
Neal Graham	Artist, Sound
Paul Clarke	Artist
Adam Lusted	Programmer
Mark Sinclair	Programmer
Andy Heap	Programmer
Pauljon Bowron	Programmer
Nick Mascall	Programmer
Jason Sampson	Head of QA

■ Titus Interactive Studio

Laurent Vidal	Head of Studios
John More	External Producer
Thomas Baillet	QA Manager
Emmanuel Faria	Lead Tester
Frederic Lasseret	Lead Tester
Sandro Hoffmann	QA and localisation tester
Martin Martinez	QA and localisation tester

■ Viacom Consumer Products Inc.

Licensing Division for Paramount Product Development, Interactive and Technology

Harry Lang	Director
Daniel Felts	Supervisor

■ Audio Suspects

Ben Tricklebank	Game Music
Jonny Singh	Game Music

■ Matinee Sound and Vision

Bill Roberts	Voice Actor supplied by Matinee
Chris Renshaw	Sound Engineer
Hayley Bulled	AV co-ordinator
Pat Spender	Account manager

■ Extra Special Thanks to

Simon Hegarty	Pam Newton
Tony Bickley	Andrea Hein
Dave Thompson	Terri Helton
Gerard Gourley	Sandi Isaacs
John Turpin	Christina Burbank
Lisa Wilson	

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